IN THE CLAIMS

1. (CURRENTLY AMENDED) An automated wagering gaming event system comprising:

at least two distinct video displays, a first video display for showing a dealer in a card game and at least a second video display showing playing cards to individual players;

at least one processor for enabling play of the wagering gaming event;

multiple player positions to enable multiple players to play the game;

wherein the at least one processor is connected to at least two distinct feeds of video information so that the processor [[can be]] is fed the at least two different multiple video images and [[merge]] the at least one processor contains software that merges the at least two multiple video images to form a composite image of a dealer against a background,

at least two separate feeds of video image information connected to sources of different video content that are fed into the processor [[for merging and display]] and are merged in the at least one processor and then displayed on the first video display;

wherein the background comprises at least one dynamic image.

2. (CURRENTLY AMENDED) An automated wagering gaming event system comprising:

at least two distinct video displays, a first dealer video display for showing a dealer in a card game and at least a second video display showing playing cards provided to individual players;

at least one processor for enabling play of the wagering gaming event;

a live camera feeding live video data to the at least one processor;

multiple player positions to enable multiple players to play the game;

wherein the at least one processor is connected to at least two distinct feeds of video information so that the processor [[can be]] is fed the at least two different multiple video images and [[merge]] merges the at least two multiple video images to form a composite image of a dealer against a background,

the at least one processor having a feed from a live video image from a live camera that that is one of the at least two distinct feeds that is merged and provides a

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background component for a video feed of the image of the dealer that is virtually merged on the first screen to show a dealer with a live video image background.

3. (CURRENTLY AMENDED) An automated wagering gaming event system comprising:

at least two distinct video displays, a first dealer video display for showing a foreground image of a dealer in a card game, and at least a second video display showing playing cards to individual players;

at least one processor for enabling play of the wagering gaming event;

multiple player positions to enable multiple players to play the game; wherein at least one of the processors is transmission connected to separate feeds for at least three different sets of video image data and the at least one processor has software therein that is executed and merges the at least three multiple video images to form a composite image of a dealer against a background,

a feed to the first video display screen that carries the composite image; and

the processor having a file source [[enabling]] feeding at least one set of video image data as a mask layer and at least one other set of video image data as an auxiliary dynamic background image for display of the merged image.

4. (PREVIOUSLY PRESENTED) The automated wagering system of claim 3 wherein the auxiliary image is presented as a picture-in-picture image is positioned into at least one of the dealer display or the second image display.

5. (PREVIOUSLY PRESENTED) The automated wagering system of claim 2 wherein a picture-in-picture image is positioned into at least one of the dealer display or the second image display.

6. (PREVIOUSLY PRESENTED) The automated wagering system of claim 3 wherein a picture-in-picture image is positioned into at least one of the dealer display or the second image display.

7. (PREVIOUSLY PRESENTED) The automated wagering system of claim 1 wherein a multiple number of dynamic background images are stored in files and the files are

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connected through a feed into the at least one processor for the dealer foreground image are stored in the system and are available for feed into the first dealer display.

8. (PREVIOUSLY PRESENTED) The automated wagering system of claim 2 wherein a multiple number of background images are stored in files and the files are connected through a feed into the at least one processor for the dealer foreground image are available for feed into the first dealer display, wherein at least one background image is a dynamic background image.

9. (PREVIOUSLY PRESENTED) The automated wagering system of claim 3 wherein a multiple number of background images are stored in files and the files are connected through a feed into the at least one processor for the dealer foreground image are available for feed into the first dealer display.

10. (PREVIOUSLY PRESENTED) The automated wagering system of claim 6 wherein a multiple number of background images are stored in files and the files are connected through a feed into the at least one processor for the dealer foreground image are available for feed into the first dealer display.

11. (PREVIOUSLY PRESENTED) The automated gaming system of claim 1 comprising a gaming table and an upright video display panel comprising:

a table having an upper surface, the upper surface having a video display surface that provides a continuous field of video display and at least two different player positions; and

at least one main game processor in information communication with the upright video display panel and the video display surface, the processor directing video display on both the upright video display panel and the video display surface, and providing game rules for the play of at least one casino table card game without the use of physical cards on the table.

12. (ORIGINAL) The automated gaming system of claim 11 wherein each player position has an individual player processing board dedicated to that position.

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13. (ORIGINAL) The automated gaming system of claim 12 wherein each individual player processing board communicates directly with a main game processor.

14. (ORIGINAL) The automated gaming system of claim 12 wherein each individual player processing board communicates directly with a single Dealer game engine processor.

15. (ORIGINAL) The automated gaming system of claim 14 wherein the single Dealer game engine processor communicates directly with the main game processor.

16. (ORIGINAL) The automated gaming system of claim 11 wherein the main game processor is programmable to display and execute different casino table games, wherein cards are used in the play of each of the games.

17. (ORIGINAL) The automated gaming system of claim 11 wherein the video display surface has changeable light filtering that can screen displayed images from various angles.

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